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Object **space** EWA surface splatting: A hardware accelerated approach to high quality point rendering

psu.edu (PDF)

L. Ren, H. Pfister, M. Zwicker - Computer Graphics Forum, 2002 - Interscience.wiley.com

... ulating an A-Buffer 2. The first pass (Section 5.1) performs visibility splatting 13 by rendering ... The second pass (Section 5.2) implements Equation (8) as follows: First we set up the ... the pro-jection of the textured polygon to screen space yields the screen space EWA resampling ...

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[PDF] Survey of texture mapping

psuledu (PDF)

PS Heckbert - IEEE Computer Graphics and Applications, 1986 - Citeseer

... The four steps above simplify to: 1. low pass filter the input signal using convolution 3 2. warp the abscissa of the signal . **resample** the signal at the output sample points - -- - ... n general, a square **screen** pixel that intersects a curved surface has a curvilinear quadrilateral pre- ...

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[PDF] Efficient screen space approach for hardware accelerated surfel rendering

psu.edu (PDF)

G Guennebaud, M Paulin - Vision, Modeling and Visualization, Munich, 2003 - Citeseer

... pk can be written as a single Gaussian with a variance matrix that combines the warped ba- sis function and the low-pass filter: $\rho k(x) = 1 | J-1 k | GJkV r k JT k + I (x - mk(uk))$ (6) which is called the screen space EWA resampling filter. Finally, substituting this into 2, the continu ...

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Relief texture mapping

psu.edu (PDF)

MM Oliveira, G Bishop, D McAllister - Proceedings of the 27th ..., 2000 - portal.acm.org ... quadric and superquadric surfaces, and planar bicubic and biquadratic image warps are two-pass transformable. ... into an area much smaller than the final image [2]. Non-injective 2-D mapping may also map multiple samples to the same pixel on the **screen**, a situation ...

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Surface splatting

psuledu (PDF)

M Zwicker, H Pfister, J Van Baar, M ... - Proceedings of the 28th ..., 2001 - portal acm.org

... Note that from now on we are omitting the subscript uk for m and J. 3.3 Screen Space EWA Like Greene and Heckbert [3], we choose elliptical Gaussians both for the basis functions and the low-pass filter, since ... GV(x) with variance matrix V is defined as: $GV(x) = 1.2\pi |V| 1.2 = -1...$

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Layered depth images

J Shade, S Gortler, L He, R Szellski - Proceedings of the 25th ..., 1998 - portal.acm.org

... Using bilinear pixel sampling, the frame rates are 30 Hz for no z-parallax, 21 Hz for "crude" one- pass warping (no forward warping of d1 values), and 16 Hz for two-pass warping. ... and (2) surfaces that grow in terms of screen space. ...

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Hardware-accelerated adaptive EWA volume splatting

<u>psu.edu</u> (PDF)

W Chen, L Ren, M Zwicker, H ... - IEEE Visualization, 2004, 2004 - leeexplore.leee.org

 \dots For each point in object- **space**, quadrilateral that is texture-mapped with a Gaussian texture is deformed to result in the correct **screen-space** EWA splat after projection. \dots Mk = ($^{\circ}$ Vk +Vh)-1.

(5) Here, Vh is the 2×2 variance matrix of the Gaussian low-pass filter, which is usually ...

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[PDF] Fundamentals of texture mapping and image warping

psu.edu (PDF)

PS Heckbert - University of California at Berkeley, Berkeley, CA, 1989 - Citeseer ... 3.3.2 Pre Itering : : : : : 36 3.3.3 Some Low **Pass** Filters : : : : : 37 3.4 Ideal

Resampling Filters : : : : 41 ... to 2-D screen space that is of interest. ...

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Permutation warping for data parallel volume rendering

iastate.edu (PDF)

CM Wittenbrink, AK Somani · ... of the 1993 symposium on Parallel ..., 1993 · portal.acm.org ... one assignment [9] to calculate multipass **resampling**, we are interested in calculating a direct one **pass resampling**. ... Each white line connects only two proces- sors shown by the parallel nature of all ... and the forward T warped version is also given as green in the **screen space**. ...

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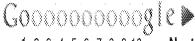
T Malzbender - ACM Transactions on Graphics (TOG), 1993 - portal.acm.org

... magnitude fewer operations than either the **screen space** approach or the object **space** approach.

3-D spatial data are first transformed into the fre- ... Note that this convolution needs to be evaluated only on the **2**-D lattice of points that we will **pass** to the **2**-D inverse FHT. ...

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